RATCHET
DEADLOCKED

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TEEN
T
CONTENT RATED BY ESRB

INSOMNIAC GAMES

SONY COMPUTER ENTERTAINMENT ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger epileptic seizures in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Ratchet: Deadlocked™ Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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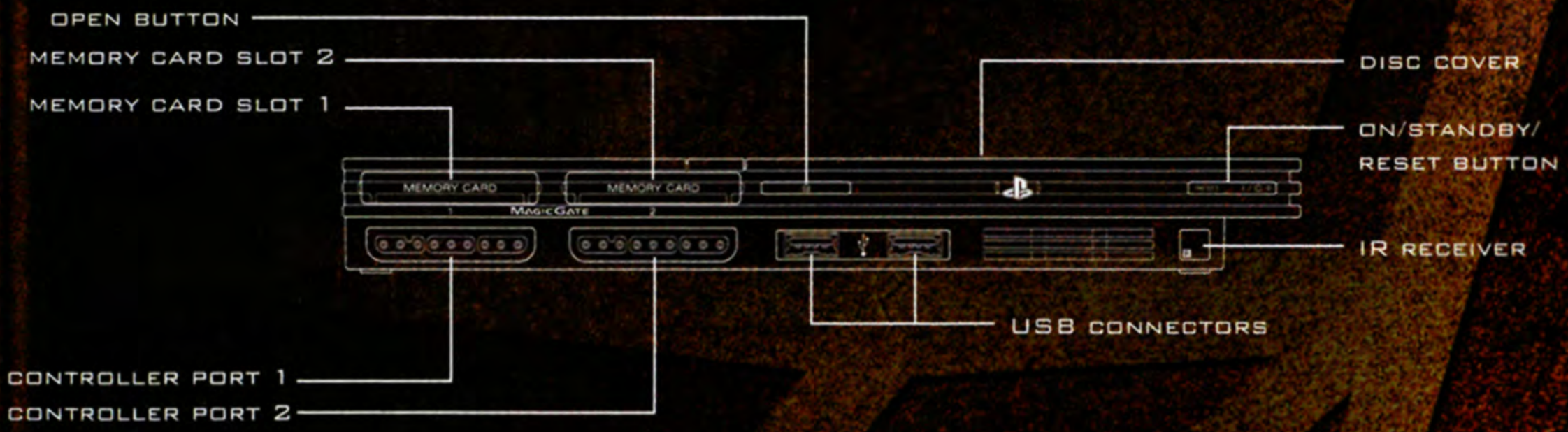
GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Set up your PlayStation®2 Computer Entertainment System according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the [RESET] button. When the [POWER ICON] indicator turns green, press the [OPEN ICON] button and the disc tray will open. Place the **Ratchet: Deadlocked™** disc on the disc tray with the label side facing up. Press the [OPEN ICON] button again and the disc tray will close. Attach a DUALSHOCK 2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory card (8MB) (for PlayStation®2)

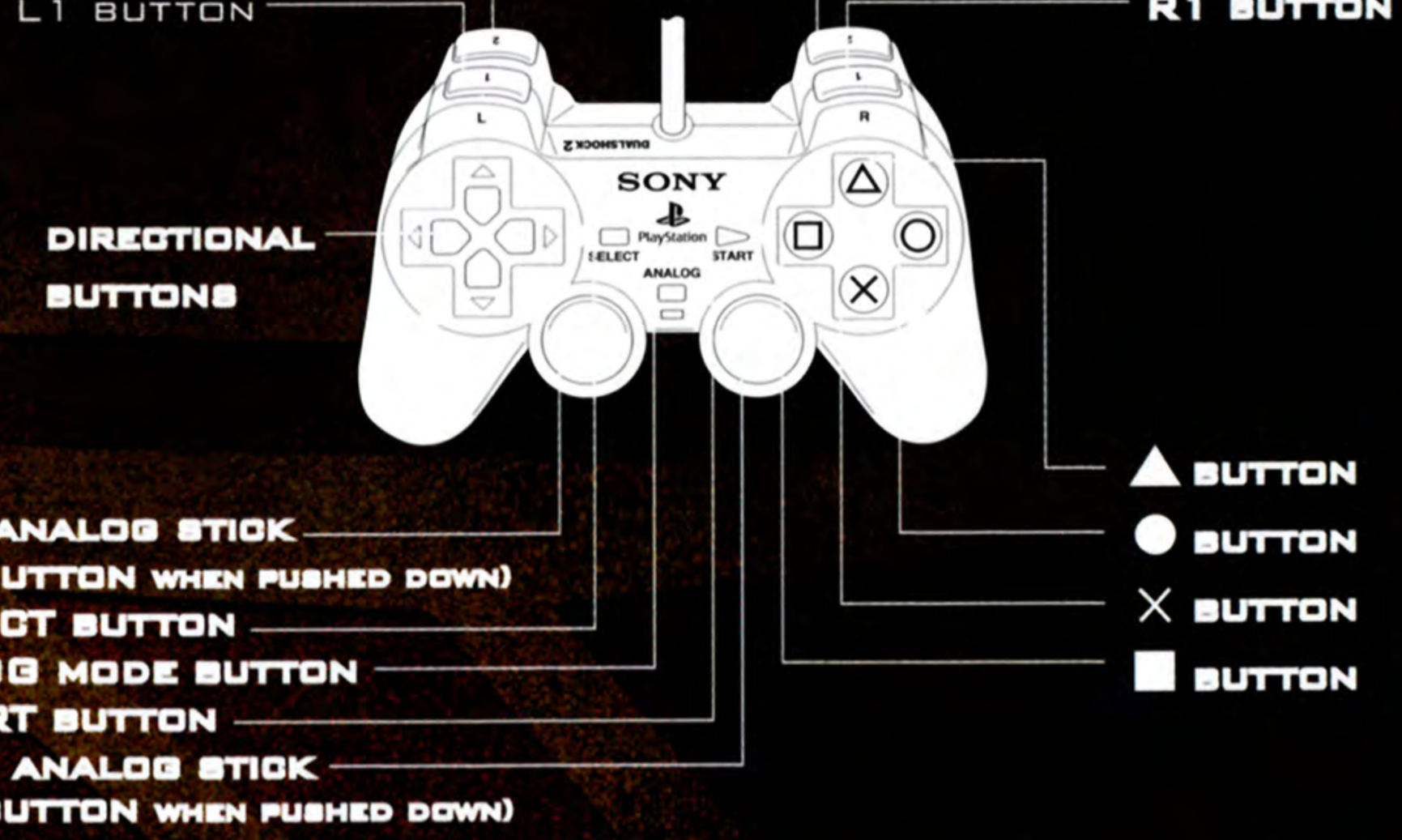
To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 Computer Entertainment System. You can load saved game data from the same card or any Memory Card (8MB) (for PlayStation®2) containing previously saved games.

Save Feature

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any Memory Card containing previously saved **Ratchet: Deadlocked games**.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Starting a New Single Player Game and Game Saves

Press START at the title screen and select Single Player. When asked if you would like to create a **Ratchet: Deadlocked** save file, choose Yes, select an empty slot, and press the ✕ button. You can keep up to four **Ratchet: Deadlocked** saved games on a single memory card.

Auto Save

As you progress, a special Save icon will appear on screen indicating your progress is being saved automatically. While the icon is on screen, DO NOT remove the Memory Card (8MB) (for PlayStation®2) or turn off your system.

Manual Save

If the Memory Card (8MB) (for PlayStation®2) is removed or replaced, the application will disable the Auto Save function until a manual save has been performed. To perform a manual save, access the Save Game option located on the Options Menu. You can access the Options Menu by pressing the START button to display the Pause Menu, then choosing Options.

Loading a Saved Game

Press START at the title screen and select Single Player. Now, select Load, and choose a save file. This can also be done during gameplay by using the Options menu.

Starting a New Co-Op Game and Game Saves

Press START at the title screen and select Cooperative Play. When asked if you would like to create a Ratchet: Deadlocked save file, choose Yes, select an empty slot, and press the ✕ button. You can keep up to four **Ratchet: Deadlocked** saved games on a single Memory Card.

Note: A second controller must be connected to controller port 2 in order to play a Co-op game.

Differences between Cooperative Play and Single Player

A Cooperative Play game unfolds much like a Single Player game does, complete with both auto and manual saves. Cooperative Play and Single Player games create compatible save files, so you can change one type of game to the other when you're loading your save file. If you get halfway through Single Player mode and you want to bring a friend along, you can; likewise, you can opt to load a Cooperative Play save in Single Player mode.

INTRODUCTION

Tonight, on DREADZONE

Live (but not for long) from the Shadow Sector, it's Gleeman Vox's DreadZone, where heroes battle to the death before your very eyes!

We've shown you some of the greatest moments in arena entertainment on DreadZone, like Plasmaman vs. the Omega Twins, and the recent ratings smash, Ace Hardlight vs. Captain Starshield, but tonight, we've got a brand new competitor who'll blow you away! You've seen him (and his robotic cohort) take on countless challenges to save the universe, but you've never seen him like this! Tonight: on DreadZone,

the legendary hero Ratchet makes his gladiatorial debut! Can Ratchet overcome the challenges of DreadZone, or will he end up on the receiving end of the Eviscerator's arsenal of heinous weaponry? Find out tonight... on DreadZone!

CONTROLS

Menu Controls

Navigate menu/Highlight menu item . . LEFT ANALOG STICK / DIRECTIONAL BUTTONS ↑/↓

Select highlighted menu item . . . . . ⊗

Pause Game / Options Menu . . . . . START

Adjust / cycle menu item . . . . . LEFT ANALOG STICK / DIRECTIONAL BUTTONS ←/→

Previous screen/Return to Main Menu . . . △

Lock Strafe & First Person Controls

(To switch to First Person controls, select Options at the main menu, and change your control scheme in the Control Options submenu.)

Walk / Run . . . . . LEFT ANALOG STICK

Camera Rotate / Pan . . . . . RIGHT ANALOG STICK

Jump . . . . . L1 OR ⊗

Double Jump . . . . . L1, L1 OR ⊗, ⊗

Swing Wrench . . . . . □

Multi-Strike Combo . . . . . □, □, □

Hyper-Strike . . . . . L1 + □ OR ⊗ + □

Comet Strike . . . . . L2 + □

Fire Selected Weapon . . . . . ○ OR R1

Weapon Quick Select . . . . . △ (HOLD) + LEFT/RIGHT ANALOG STICK OR R2 (HOLD) + LEFT/RIGHT ANALOG STICK

Weapon Quick Select, Second Menu. . □ WHILE QUICK SELECT MENU IS OPEN

Weapon Quick Switch . . . . . △ (TAP) OR R2 (TAP)

Charge Boots . . . . . L2 (DOUBLE TAP)

Use Swing Shot. . . . . WHILE JUMPING TOWARDS TARGET, PRESS AND HOLD R1

Look Mode / Fusion Rifle Zoom . . . . . L2 (HOLD)

Zoom In (Fusion Rifle Scope) . . . . . LEFT ANALOG STICK ↑

Zoom Out (Fusion Rifle Scope) . . . . . LEFT ANALOG STICK ↓

Expand Map . . . . . R3 OR SELECT

Pause Menu . . . . . START

GAME SCREEN

AMMO/WEAPON NAME AND POWER LEVEL

CURRENT WEAPON

EXP METER

PLAYER EXP

BOLT AMOUNT

WEAPON TRI SELECT

ATTACK METER LINE

BOT CONTROL MENU

RADAR

Third Person Controls

(To switch to Third Person controls, select Options at the main menu, and change your control scheme in the Control Options submenu.)

Note: Third Person is the default control scheme used in previous Ratchet games.

Walk / Run	Left analog stick
Camera Rotate / Pan	Right analog stick
Strafe	L2 or R2 (hold)
Jump	⊗
Double Jump	⊗, ⊗
Swing Wrench	□
Multi-Strike Combo	□, □, □
Hyper-Strike	⊗ + □
Comet Strike	⊗ + □
Fire Selected Weapon	○
Weapon Quick Select	△ (hold) + left/right analog stick
Weapon Quick Switch	△ (tap)
Switch Quick Select pages	While the Quick Select is up, press the R1 button
Charge Boots	(double tap) R1
Use Swing Shot while jumping towards target.	Press and hold ◎
Look Mode / Fusion Rifle Zoom	L1 (hold)
Zoom In (Fusion Rifle Scope)	R1
Zoom Out (Fusion Rifle Scope)	R2
Bring Up Map	R3 or SELECT
Pause Menu	START
Center/Reset Camera	L1 (tap)
Change Target	L2 or R2 (tap)

Directional Button Controls

The directional buttons are used to issue certain context-sensitive commands in Ratchet: Deadlocked. In Single Player, you use your directional buttons to issue commands to your combat bots (see pg.18). You can issue commands to your bots either during gameplay, or while the Quick Select screen is open.

In Cooperative Play, your directional buttons are used to select your gadgets, such as the EMP and Hacker Ray (see pg. 27). In Multiplayer, the directional buttons are used to vote on node upgrades.

VEHICLES

There are four different types of vehicles in Ratchet: Deadlocked™, each with their own unique control setup, attributes, strengths and weaknesses.

Note: In some missions, Ratchet will be unable to exit the vehicle until it is completed.

Landstalker:

Move . . . . . Left Analog Stick
Aim / Pitch . . . . . Right Analog Stick
Jump . . . . . ✕
Enter / Exit . . . . . △
Fire . . . . . ○ or R1
Switch to Passenger Seat
(Cooperative/Multiplayer Play) L1
Aim (passenger) . . . . . Left or Right Analog Stick
Fire Missiles (passenger) . . . . . R1 (hold to charge, release to fire)
Strafe Jump . . . . . R2 or L2

Hoverbike:

Move Forward / Backward/ Strafe . . . . Left Analog Stick
Turn . . . . . Right Analog Stick
Fire . . . . . ○ or R1
Jump . . . . . ✕ or L1
Enter / Exit . . . . . △

Puma:

TURN . . . . . .RIGHT ANALOG STICK

ACCELERATE . . . . . .LEFT ANALOG STICK

BRAKE / REVERSE . . . . . .LEFT ANALOG STICK

FIRE GUNS . . . . . .○ OR R1

FIRE MORTAR (SINGLE PLAYER) L1

ENTER / EXIT . . . . . .△

SWITCH TO PASSENGER SEAT (COOPERATIVE/MULTIPLAYER PLAY) L1

AIM . . . . . .LEFT OR RIGHT ANALOG STICK

FIRE . . . . . .○ OR R1

Hovership:

MOVE FORWARD / BACKWARD/ STRAFE . . . .LEFT ANALOG STICK

TURN . . . . . .RIGHT ANALOG STICK

FIRE . . . . . .○ OR R1

FIRE MISSILES (SINGLE PLAYER) . . . . . L1 (HOLD TO CHARGE, RELEASE TO FIRE)

ASCEND . . . . . .□ OR R2

DESCEND . . . . . .✕ OR L2

ENTER / EXIT . . . . . .△

SWITCH TO PASSENGER SEAT (COOPERATIVE/MULTIPLAYER PLAY) . . . L1

AIM (PASSENGER) . . . . . RIGHT OR LEFT ANALOG STICK

FIRE MISSILES (PASSENGER; COOPERATIVE PLAY) . . . . . R1 (HOLD TO CHARGE/ RELEASE TO FIRE) PASSENGER MUST HAVE AN ENEMY IN SIGHT TO FIRE

NOTE: IN ORDER TO EXIT THE HOVERSHIP, THE SHIP MUST BE DOCKED ON A LAUNCH PAD.

WELCOME TO DREADZONE!

This is DreadZone, rookie! You may think you've seen some action before now, but we promise you that you haven't seen anything yet! We've been providing distinctly unpleasant surprises to heroes just like you for more than four seasons now, with no end in sight!

Over four trillion sentient forms of life from all over the Shadow Sector watch DreadZone: "Where Bad things Happen to Good People." DreadZone was born from the fertile mind of Our leader, producer, president, and good friend Gleeman Vox, as he watched the news one day.

"What if," Vox thought, "these interplanetary heroes that I hear so much about could be coerced into risking their lives, not for such tawdry concepts as freedom, justice, or universal survival, but for cold hard bolts and the entertainment of billions?" A few phone calls later, DreadZone was born.

On this program, some of the greatest heroes and soldiers in the universe must slog through the meanest, dirtiest challenges that our trained sadists can dish out. From zombie robots to burned-out ruins, the Shadow Sector is home to some of the most dangerous places in the universe, and we'll be taking you on a tour of them. If you can survive, you'll be a legend among the legendary, a hero even to the villains of the Sector. If you fail... well, frankly, we'll make a lot of money. **Let's see if you have what it takes. First, we'll go over some basics.**

Play Types

There's more than one way to survive the DreadZone. We've got multiple leagues here, and as a new gladiator, we'll let you compete whichever way you like. You will compete, however. There are no conscientious objectors in television, Mr. Ratchet.

Single Player

This is where the legends are made, rookie! The

greatest names in the DreadZone are lone wolves, single warriors who possess the skills, cunning, and firepower to take on an army... and win. We'll let you take some backup into the field with you, in the form of some combat bots, but for the most part, you're on your own. By overcoming our challenges and taking on all comers, you'll eventually earn the right to take on your fellow Exterminators in the no-holds-barred, uncensored, unrivaled tournaments for which DreadZone is known!

Cooperative Play (see pg. 31)

If you'd prefer a more... organic type of operation, we can accommodate you. Teams of up to two gladiators can compete in the DreadZone tournament, working together to take on the same challenges that a single contestant would face. However, due to the rules of the league, a team of independent sentients cannot be further assisted by combat bots or other independently-targeted weapons systems. It wouldn't be fair otherwise, right? We're all about fairness here at DreadZone, Mr. Ratchet. Can't you tell?

Multiplayer (see pg. 34)

You can also take on your friends and fellow gladiators in one of DreadZone's pitched battlegrounds. There are many games to choose from, whether they're straight-up deathmatches or competitive battles to capture and recapture territory. These are some of the most popular events on DreadZone, but as they're set outside of the tournament's usual hierarchy, it won't get you any closer to the top.

It takes a lot of good people giving it their all to put together a popular holovision program. It takes so many good people, in fact, that we're allowing you to use the ground crew that you arrived with. We know that there are only two of them, and we deeply apologize. We're so sorry about that; please, feel free to file an official complaint through the usual channels. We should begin to care in about a year and a half.

YOUR TEAM

Ratchet

We're big fans of your work here at DreadZone, Mr. Ratchet. Anyone can save the universe once, but three times? That takes skill, style, persistence, and guts. The fact that you managed to accomplish it with three out of four is masterful! We foresee big things for you here at DreadZone!

Clank

Your mission controller for DreadZone, Clank is in charge of gathering intelligence and sorting out the information you collect while you're in the thick of the fray.

Al

Against our better judgment, we've allowed your friend Al to help you out with your adventures in the Shadow Sector. He'll be in charge of upgrading and remodeling your combat bots.

LOCATION, LOCATION, LOCATION

DreadZone is filmed live!

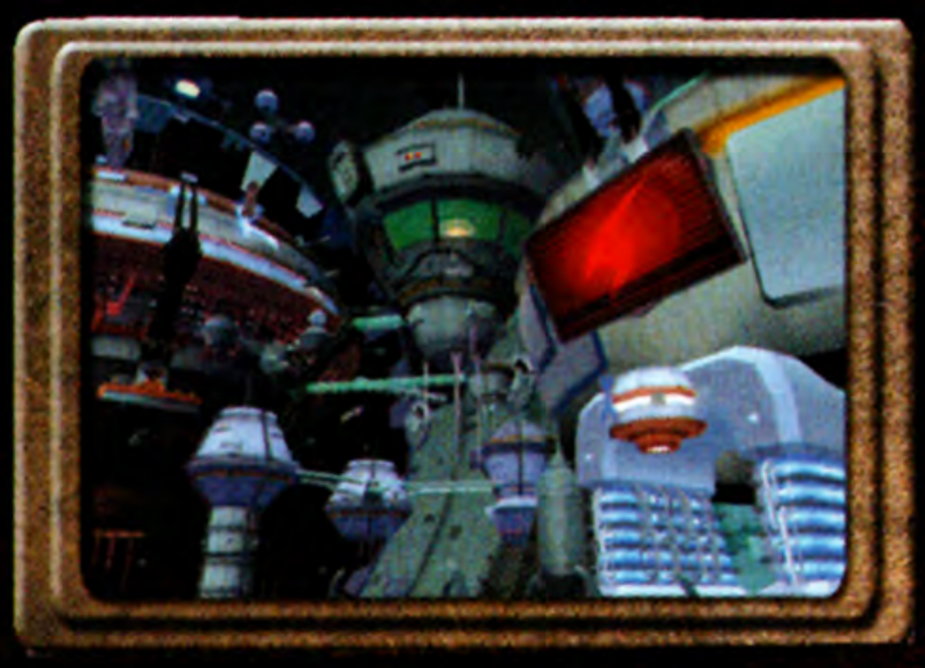
ACROSS THE SHADOW SECTOR. THIS IS THE PLACE TO BE IF YOU'RE A WANTED CRIMINAL, DANGEROUS MERCENARY, PSYCHOTIC MADMAN, OR DANGEROUS THUG. SITUATED AT THE FRINGES OF THE EXPLORED GALAXY, THE SHADOW SECTOR MEANS ONE THING, AND ONE THING ONLY, TO ALL OF ITS TRILLIONS OF CITIZENS: FREEDOM. NO ORGANIZED LAW ENFORCEMENT AGENCY IN THE KNOWN UNIVERSE IS DUMB ENOUGH TO POKE ITS HEAD IN HERE, OR TO ATTEMPT TO UPHOLD CERTAIN LAWS.

IT'S THE PERFECT PLACE FOR A PIONEERING BUSINESSMAN LIKE GLEEMAN VOX, AND THE IDEAL LOCATION FOR A PROGRAM LIKE DREADZONE. THE SHADOW SECTOR IS PACKED TO THE RAFTERS WITH DECAYING RUINS, ANCIENT BATTLEFIELDS, DANGEROUSLY UNSTABLE SPACE STATIONS, AND 100,000 OTHER PLACES THAT LEND THEMSELVES TO TRULY EPIC BATTLES... AND GLEEMAN VOX OWNS THEM ALL. AS A GLADIATOR ON DREADZONE, YOU'LL BE SENT ON A ONE-WAY TOUR THROUGHOUT SOME OF THE FILTHIEST, DARKEST, MOST DANGEROUS HOLES IN THE GALAXY, WITH A GUN IN YOUR HAND AND ONLY ONE CHANCE OF SURVIVAL.

AS YOU PROGRESS THROUGH THE CHALLENGES OF DREADZONE, YOU'LL EVENTUALLY EARN THE RIGHT TO SHOWCASE YOUR SKILLS IN NEWER, TOUGHER BATTLEGROUNDS.

The Containment Area

Your base of operations is the Containment Area within the DreadZone Arena, Mr. Ratchet. Here, you'll be able to rest, confer with your colleagues Clank and Al, tune up your combat bots, and use our friendly automated vendors.



The DreadZone Arena Tournaments

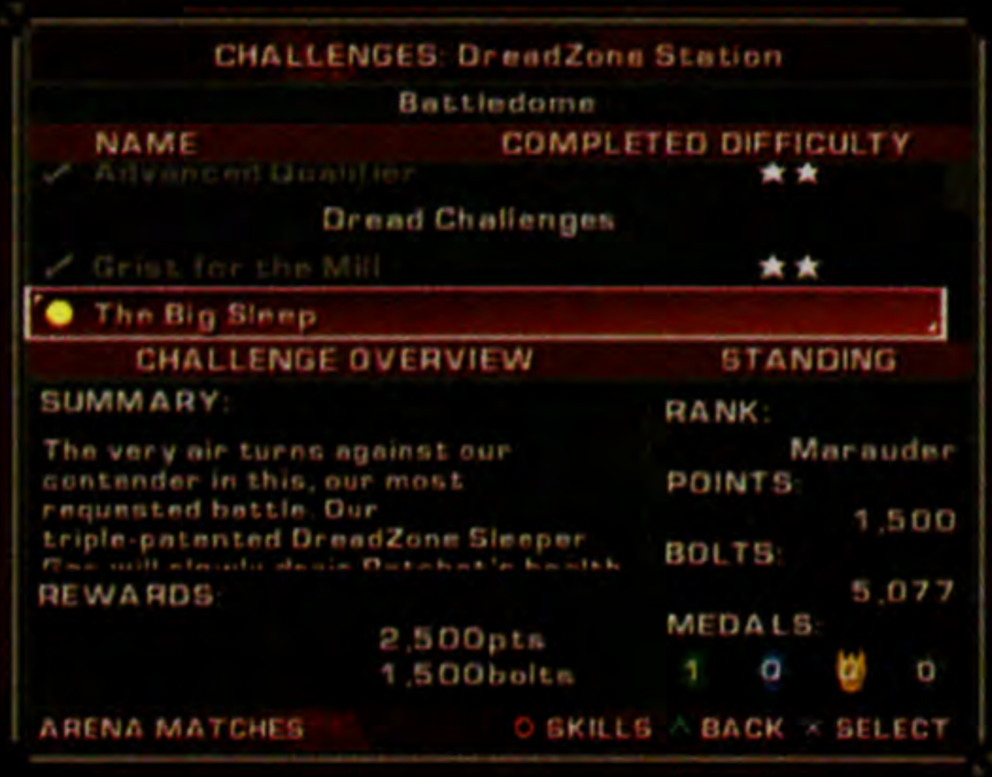
Within the DreadZone Arena itself, we often hold special tournaments for our most qualified gladiators. Earn enough points and medals and we'll let you take part in contests of grit, skill, effort, and – of course completely gratuitous destruction. If you need some extra bolts or you're interested in some special prizes, look no further, friend! You'll just have to watch out for the Exterminators who frequent the Tournaments –they don't like to lose.

Planets

Every episode of DreadZone is filmed on a different planet, and you'll have to qualify to get to each new episode and exotic location. When you're told you can travel to the next locale or if you wish to revisit a location to earn some extra stuff, hit the START button to go to the Main Menu and pick Planets. From here, you can journey to all the worlds that you've unlocked, and compete in the Campaign Challenges or Optional Dread Challenges that are available there. You can also get an at-a-glance look at what requirements are needed to compete in future challenges and episodes of the show.

Challenges

There are a variety of competitions on DreadZone, from straight-up combat to Hoverbike racing. Choose your favorite in the Challenges menu, whether it's a life-or-death struggle with one of the Exterminators or a mad quest for survival on an alien world!



Campaign Challenges are the main events of the show and what put the people in the seats. When you win one of these, we'll see about giving you the Dread Points you need to proceed, along with some handy gadgets you might also need. More importantly, you'll win valuable medals. And with enough of those, you'll earn the right to take on the Exterminators and advance to exciting new Planets until you can reach the final rounds and face Ace Hardlight himself for the championship!

DreadZone Challenges are optional, but you'll need to go on a few of these to progress through the ranks and earn enough Dread Points to unlock new Tournaments and Planets. For victory, we'll also reward you with a few bolts.

Campaign and Dread Challenges can be completed on one of five different difficulty levels. The harder the challenge, the more Glamour Stars you'll earn. Earning Stars will unlock brand new skins in the Cheats menu.

Note: The difficulty level can be adjusted each time you load your saved game.

Skill Points

You can earn Skill Points by taking on some of the fiercest challenges that DreadZone has to offer. Only the greatest gladiators can overcome these trials and see some of the arena's most closely guarded secrets.

Note: You can access the Skill List for each planet by pressing the ◎ button on the Mission screen, or in the Extras menu in the Pause Menu.

COMBAT BOTS

The DreadZone is no place to go it alone, and your friends Clank and Al are nowhere near combat-ready. We're looking to make sure you survive to the first commercial break, so we've hooked you up with a couple of solid, albeit used, combat bots. Meet Merc and Green.

These two rustbuckets will provide a variety of battlefield services, from cover fire to hacking into enemy systems. They've seen better days, we'll admit, but they're solid models, and you should have no problems with them. (That burning-insulation smell they have is a design feature. They're fine. Really. They're supposed to smoke like that.)

When you're out in the field, your bots do double duty as armed bodyguards and co-conspirators, always ready to back you up with blasters or gadgets. They're quirky, but take care of them, and they'll take care of you.

You can issue commands to your bots with the directional buttons. Under ordinary circumstances, you'll only have one command: Regroup, keyed to the directional button ⬇. Issue that order to bring the bots back to your side in the heat of battle. You can also press ⬇ to do automatic field repairs if a bot is destroyed by enemy fire. Your bot will be as good as... used... in a matter of seconds.

Your other bot commands are context-sensitive, and will appear as you need them. Some bot abilities must be purchased from Al in the bot shop before they can be utilized, however.

To customize your combat bots, see Al in the Containment Area. He'll be all too willing to provide your bots with new paint jobs, Heads, Weapons and Ability Upgrades.

HELP

Being confused leads to hesitation. Hesitation means you're not doing anything. If you're not doing anything, it's bad television. We hate bad television, and since we have a Deadlock collar on you and thus decide whether you live or die, you hate bad television too!

If there is a single question in your mind, hit the START button to bring up the Pause Menu, where you'll find the answers to any questions you might conceivably have. Read fast, then get your head back into the game! This audience isn't going to cheer for itself!

Options

On this screen, you can change your control interface, return to the main menu, and save or load your game, among other things. During the load/save process, you can use this menu to change the game's difficulty, and adjust other settings within the game.

Extras

This menu contains many of the helpful tips you're given over the course of play, like Clank's advice, your present stats, information on your advanced moves, the secret skill challenges, skins, previously viewed movies, and any cheats you've unlocked (or, as Ace Hardlight calls them, "victory assistors").
You can also use your Glamour Stars in your Extras menu to purchase additional skins, which you can use in Single Player or Cooperative Play modes. It's good to change your look now and again, I think.

Moves

Visit this menu to get an at-a-glance look at Ratchet's move list.

Before you're thrown into battle, perhaps you should take a moment to get familiar with your equipment.
We've provided you with some brand new hardware, so let's take a look.

UPGRADES

Nanotech Health Upgrades

The arena's a dangerous place. That's the way we like it. An unprotected gladiator will be jambalaya in seconds, unless he's fast, lucky, and careful.

If you were any of those things, Mr. Ratchet, we wouldn't have caught you in the first place. Instead, we've equipped you with our patented Deadlock armor, as well as a healthy dose of medical nanotechnology. When you're injured, the nanobots in your bloodstream will snap to work, mending your wounds and keeping you in fighting trim right up until the moment you drop dead. All the competitors in the DreadZone have a full load of these nanobots in their systems; it protects our investments, and lets gladiators take an amazing amount of punishment before they succumb to their injuries.

When a competitor receives a fatal injury, whether they're an organic or robotic gladiator, the nanobots in their system start looking for a new host. That's your incentive, Mr. Ratchet; the more of your enemies that you destroy, the more rapidly you'll get more and better nanotechnology in your system, and the more maximum health you can sustain. Your armor's heads-up display will inform you when your nanotech's maximum level has increased.

Weapon Upgrades

In a possibly vain attempt to keep you alive until the first commercial break, you've been equipped with some of Vox Industries' most popular methods of personal protection... in exchange for a modest fee that'll be deducted from your share of the royalties. You'll find that Vox's line of weapons have a certain style and flair that your old guns simply lacked. Remember, on DreadZone, it's not how you win, it's how much the audience likes seeing you win!

In keeping with trends within the industry, we have included an automatic upgrade feature within our weapons. Through use, a weapon will automatically

adapt and improve, changing its features and construction to provide better service to you, the user. A Vox Industries firearm has up to 10 upgrade levels, which is more than double that of our closest competitors' weapons. Further, when you reach the 10th level, your weapon will receive a unique upgrade to its functionality. This is just another one of the features we're proud to provide, here at Vox. Also, as each weapon increases a level, it receives a new Alpha Mod slot and a Mod to go in it until you decide to change it.

Weapon Mods

While some of our competitors may frown upon the use of certain extralegal modifications, we at Vox Industries encourage and respect such consumer innovation.

A Mod is a specially built piece of hardware that adds additional qualities or abilities to the weapon they're equipped on. We're proud to say that we've licensed some of the best of these models (under the terms of our revolutionary "Give Us the Rights or We Shoot You" contract model), and have made them available in our street vendors wherever fine Vox products are sold. Our mods come in two varieties – Omega and Alpha – of which there are eight each. Here are a few samples:

Omega Mods

Some people are just never satisfied, and one of them probably made the Omega Mod. Operating on the philosophy that there's no such thing as overkill, Omega Mods add a variety of secondary abilities to your weapon's fire mode. Ever wanted a laser that burns like acid, or rockets that detonate in a spray of ice? Then Omega Mods are for you, and megalomaniacs like you.

You can equip one of these on a weapon at a time, and they can be purchased at any DreadZone vendor. Once you own an Omega Mod, you can equip it simultaneously on all weapons that it's compatible with. There are 10 total omega mods, with our top 3 ratings grabbers listed on the following page.

Acid: This Omega Mod adds a little bit of extra oomph to your weapon's shots, and by "oomph," I mean "incredibly caustic industrial solvents." Don't worry, it's perfectly safe. For you. I think.

Napalm: This one's a crowd pleaser! Install the Napalm Omega Mod, and each shot from your weapon will have a little extra fire to it.

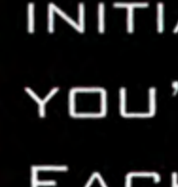
Shock: You fight a lot of robots in the DreadZone – they're cheap and don't unionize, what can I say – and this Omega Mod's perfect against them. With it installed, your weapon's fire carries a significant static charge. Light up their lives, kid!

Alpha Mods

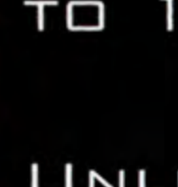
Alpha Mods can upgrade your weapon's abilities, such as an auto-aim function, increasing the size of the magazine, or providing any of a number of other effects.

You can equip one Alpha Mod on a given weapon initially, and every time your weapon upgrades, you'll be able to place an additional mod on it. Each weapon, once it's fully upgraded, can hold up to 10 Alpha Mods.

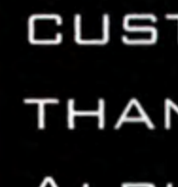
Unlike Omega Mods, Alpha Mods are one to a customer; if you want to add an Alpha Mod to more than one gun, you'll need to acquire more than one Alpha Mod of that type. There are 10 different kinds of Alpha Mods, the most popular of which are listed below.



Ammo: This'll increase the size of the weapon's magazine, and thus how much ammo you can have.



Speed: Does your gun fire too slowly? Put on a Speed Mod to accelerate its rate of fire.



Impact: Your weapon gets some extra stopping power, halting enemies in their tracks or knocking them backward.

Mod Installation

It couldn't be easier to install your new mods! From your Pause menu, select Weapons and read your guns' dossier. We've assembled some reading material for you on each of your weapons, which I'm sure you'll find inspiring.

When you've got an Alpha or Omega Mod that you want to install, first hightlight the weapon you want to customize, then press down on the left analog stick to highlight either Omega or Alpha mod selection. Press the ⊗ button to open the customization menu. You'll be shown which mods you've currently got equipped on that weapon, and be able to mix and match them as you see fit.

In order to equip a different Alpha mod on a gun, you must first remove an Alpha Mod or several Alpha Mods from the weapon. When you remove an Alpha Mod, it is stored in the Alpha Mod Storage Container. You can place Alpha Mods in the container and then place them on another weapon with an open slot at any time. To remove an Alpha Mod, select the type of mod you want to remove from the container and press ▣ to remove it. To add another Alpha Mod that is in the Container, select it and press ⊗ to add it.

RATCHET'S ARSENAL

One of the things that made us want to... "recruit" you, Mr. Ratchet, is that you know your way around a weapon. That thing with the sheep? Priceless! It's our hope that you can bring that skill and drive to your adventures on the *DreadZone* program.

We've confiscated the contents of the armory aboard your ship, of course, and we appreciate your contribution to Vox's R&D labs. In exchange, we'll provide you with some of Vox Industries' finest products for personal and home defense. It's our belief that our weapons, which come with standard nanotechnological self-upgrade systems, will prove more than adequate replacements for the more mundane equipment that you can find outside the Shadow Sector.

Quick Select

So many guns, so little time. Here at *DreadZone*, we've seen more than one former gladiator struggle to decide which of his weapons he wishes to use next. That period of indecision typically results in his sudden removal from the contest. It's a sad waste of talent, and one that we hope to avoid in the future.

To assist you with the weapon selection process, we've installed our custom Quick Select software into your Deadlock armor. Tap the △ (or also the R2 button (in Lock-Strafe)) to cycle through up to three of your previously selected firearms on the fly.

You can also opt to use the Quick Select grid, which will appear on your HUD when you hold down the △ (or also the R2 button in (Lock-Strafe)). You can now freely choose the weapon of your choice with either analog stick. In Single Player mode, you can also issue bot commands while the Quick Select grid is open. The commands will be enacted once gameplay resumes.

While your Quick Select menu is open, you can press Square (in Lock-Strafe) or R1 in Third Person Mode to switch to your secondary menu. Your extra toys are placed here, so you'll always have all of your weapons and gadgets available at the touch of a button. Choose fast, and get back to the action!

Versa Wrench

Your trusty Wrench is suitable for a variety of tasks, whether it's defending yourself from relentless challengers, making field repairs, getting tossed at an enemy's head, or attracting stray Bolts to itself with its magnetic charge. Also, just between you and us, the audience loves this thing. Try to swing it around a bit more, would you? We're working on ways to give it a little extra zing, so check in with your local DreadZone vendor whenever possible.

Dual Vipers

These twin machine guns are all about quantity over quality. The individual blasts don't do much damage, but they offer a great rate of fire. They've also got that cinematic, two-gun mojo that brings in the mad ratings.

Magma Cannon

This vicious little number is one of Vox Industries' most popular models of firearm. One pull of the trigger delivers a short-ranged blast of searing hot liquid stone that can rip anything to shreds. This is perfect for any unpleasant situation, like when you're outnumbered, or if there are long lines at the concession stand.

RATCHET'S GADGETS

To get through some of the countless challenges we've got lined up for you, you're going to need some extra toys. We've reproduced some of your tools from past adventures, and in exchange for a small licensing fee, are happy to provide them to you. It's our hope that your tools help you survive the trials that await you... on DreadZone!

Upon the acquisition of many new gadgets, you'll often automatically equip them, when needed. The one exception is the Swingshot, which can also be manually equipped.

Swingshot

The Swingshot provides a bit of swashbuckling flair whenever it's used. It's very popular among the young-adult demographic. You can use it to swing from certain designated areas. Just leap towards one of the glowing orbs and press and hold down the Fire button for as long as you want to swing.

You can also manually equip your Swingshot from the Quick Select menu, as though it was a weapon. It can be found on the second Quick Select window. You can switch between the two windows when the Quick Select window is up by pressing the ▣ button or R1 in Third Person controls.

Grindboots

Through a combination of magnetism and repulsor fields, the Grindboots allow you to slide down rails and other narrow ledges. Kids, don't try this at home.

Charge Boots

Once you have acquired them, these handy sneakers can emit a precompensated kinetic charge from the heel, enabling you to dash forward at great speed for a short period of time. The Charge Boots don't actually defy gravity, though, so be careful, and don't dash of the edge of a platform.

Gravity Boots

Once acquired, these specially magnetized boots allow their wearer to walk up certain walls and even ceilings. The Gravity Boots will automatically be equipped as soon as you step on the metallic surface.

Your bots are equipped with gadgets too, pioneered by Vox for their exclusive use.

On behalf of Vox Industries, Inc., we'd like to thank you for your help with our testing process. It is our fond hope, and the hope of our stockholders, that you survive it.

Many of these gadgets can also be used by organics. In Cooperative Play, you can equip a gadget using the directional buttons.

BOT'S GADGETS

EMP

You'll often encounter electrified floors or shielded opponents on the battlefields of the DreadZone. When that happens, have your bots drop one of these on the unfortunate situation. Just one of these will temporarily disrupt a device's power supply, bringing force fields down or stopping the electrical activity within a machine. Press the left directional button to use the EMP.

Hacker Ray

Have you ever wanted to illegally access a computer network, but you just aren't close enough to do so? That's the kind of situation that calls for a Hacker Ray. Your bots can use this handy tool to remotely interface with a distant computer. Press the right directional button near a hacker orb to send your bots to hack it.

Shield Link

This defensive gadget, when used, puts a short-lived forcefield around you and/or your bots. While it's up, you're temporarily protected from incoming laser fire, among a wide variety of other types of bodily harm. It's not perfect, though, and it's not infinite, so don't start thinking you're invulnerable! (We lose more talent that way.) Press the ➡ directional button to have your bots use this gadget.

Bot Grind Cable

This handy spool of magnetized wire is made to be used with the Grindboots. To cross an inconvenient chasm, have your bots fire a Grind Cable to the other side, then slide down it with the Grindboots. Press the ➡ directional button when this icon appears to have your bots lay down the grind cable.

Ravager

The ultimate bot attack. As your bots take damage, a meter inside the bot command menu fills up. Once it is full, the Ravager command becomes active. Just press the directional button ⬆, and watch your foes drop

AUTO-MAP SCREEN

Clank has programmed your Heads-Up Display with a handy tactical minimap, visible at all times in the lower-right corner of your screen. As your mission controller, he'll indicate important individuals, such as your combat bots, and locations on the map.

Your objectives are indicated on the map by blue stars. Your location is displayed as a helpful green arrow, showing you which way you are facing. Your bots are represented by green circles and the enemies are red. Turrets and vehicles you can control appear as white icons. Finally, the closest objective to you also flashes white.

Note: You can expand the Auto-Map by pressing R3 or SELECT. The Auto-Map will appear over the game screen, allowing you to continue to play while it's expanded.

BIG MONEY, BIG PRICES

To keep up the pace and save on medical bills, we provide a few services to our contestants even while you're in the Dread Zone.

Nanotech

Break open these crates to release a payload of additional medical nanodrones. These helpful little guys will act to reinforce the nanotech that's already in your system. They'll mend wounds, replace lost energy, fight infections, and get you back into fighting shape in no time.

Bolts

As ever, the universe runs on Bolts, the currency of the galaxy. You can find these by breaking things and defeating opponents. Trade them in at vendors for new weapons, ammunition, and extra mods. Don't forget, Vox industries takes a 75% cut on the back end. It's in your contract. Didn't you read the fine print?

Ammo

You can find ammo modules inside specially-labeled crates, or occasionally, in the ruins of your latest defeated opponent. Each self-adjusting module will read your armor's sensors and automatically change to give you whatever kind of ammunition you need, from Viper charges to B6-Obliterator rounds.

Vendors

It's in both of our best interests to keep you well-supplied. Whenever you're looking for some new weapons, an extra mod, or even a few spare bullets, stop by one of our handy vendors and top off your tanks. All we ask in return is that you give us some of your hard-earned bolts. We're giving like that.

There are separate vendors for your weapons and for upgrades for your bots. You can buy your own equipment at any vendor, but only Al's shop can sell you upgrades to improve and enhance your combat bots.

CO-OP RULE CHANGES

Usually, DreadZone is a game of individual skill, showcasing a single competitor's grit and daring as he takes on impossible challenges.

However, some of our most popular competitors on DreadZone have been teams, such as the legendary (and sadly departed) Omega Twins. If you can find another contestant who's willing to watch your back in the Dread Zone, then the two of you may be able to do what no single competitor has been able to do yet: take down Ace Hardlight and claim the title of DreadZone champion!

Now, I understand you and Clank are used to working together. Since Clank will be quite busy in your mission control room, I'm pleased to introduce you to someone whom our focus groups were very pleased by: **Alpha Clank!**

It turns out that our little friend Clank has quite the fan following! (Must be those Secret Agent Clank reruns in syndication.) We're hoping to tap into that with his battle-ready big brother here. Alpha Clank combines the recognizability and functionality of the original Clank with a combat-ready chassis straight out of Vox Industries' labs. We think this'll provide—***Clank: Ratchet, I must admit that I'm not entirely comfortable with this, but if it keeps you safer...***a winning combination, both for you and for our profit margins. Go out there and knock 'em dead!

Rule Changes

The only rule in DreadZone is that there are no rules... except those we make up, which might change at any time! Here are a few things that you might want to keep in mind, while you're watching each others' backs.

- The absence of bots means they aren't around to use their exclusive gadgets, so you'll get them instead. In co-op mode, either player can equip the EMP, Grind Cable, Hacker Ray, or Shield Link by using the appropriate Directional button commands.

- Both you are operating off of the same arsenal. You share a supply of ammunition, and you both cannot have the same gun equipped at the same time. Remember, sharing is caring.

- If one of you should... well, pass on, we'll make arrangements to bring you back into the fray. (It's for insurance reasons. I'm sure you understand.) Once one of you kicks the bucket, it'll start up a respawn timer. As long as the survivor is still up and fighting when that timer runs out, his partner will reappear on the battlefield, none the worse for wear. If both of you fall, well, you can always try again from the start of the current challenge.

- It's all about teamwork, boys, and nobody likes a loose cannon. You're both wearing our trademark Deadlock collars, and we've taken the liberty of linking them up. If you get too far apart during a mission, we'll give you a warning and a short period of time to meet back up. If you don't... well, let's not talk about that. It's morbid.

You can stay a bit further apart if you're both in separate vehicles.

- If at any time your friend decides to leave, you can always save your game and reload it as a single player and your bots will rejoin you in your adventure. Likewise, if you're playing by yourself, you can have a friend join in if you load your Single Player save as a Cooperative Play game.

- While you won't be able to use the bots special Ravager attack in Cooperative Play mode, we've replaced it with some special features in your respective suits of armor. As you gain experience, your respective super attack meters will fill up. When they've reached their maximum, you can act in concert to fire off one of two special super moves.

If you both press L3 simultaneously, you'll activate the Offensive attack. For the next thirty seconds, both of you will receive a hefty bonus to any damage you inflict.

If you both press R3 simultaneously, you'll activate the super defense. This provides you with a powerful force field that effectively doubles your nanotech. For the next minute, this shield will block any damage you might've taken. It'll disappear if the time runs out or if it takes damage equal to your current maximum nanotech.

MULTIPLAYER

Setting up for Multiplayer

In order to play *Ratchet: Deadlocked* online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor (Ethernet/Modem) (for PlayStation®2) according to the instructions included in its packaging.

Caution: Unplug the power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

Note: *Ratchet: Deadlocked* can only be played over a broadband Internet connection (cable modem, DSL, or faster).

Memory Cards

A memory card (8MB)(for PlayStation®2) is required to play *Ratchet: Deadlocked*. Before you can play online, you must save a valid network configuration to the memory card (8MB)(for PlayStation®2) using either the PlayStation®2 Network Adaptor Start-Up Disc or the Ratchet: Deadlocked Network Configuration Utility.

Setting up the Headset (Optional)

Ratchet: Deadlocked is compatible with both the SOCOM headset and USB headset (for PlayStation®2). The headset connects to either of the USB (Universal Serial Bus) ports located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing up, insert the cable into one of the USB ports.

CREATING A NETWORK CONFIGURATION

NOTE: IF YOU HAVE ALREADY CREATED A VALID NETWORK CONFIGURATION USING THE PLAYSTATION®2 NETWORK ADAPTOR START-UP DISC OR NETWORK START-UP APPLICATION FOR ANOTHER ONLINE PLAYSTATION®2 GAME AND HAVE THE MEMORY CARD (8MB)(FOR PLAYSTATION®2) CONTAINING THAT CONFIGURATION IN YOUR PLAYSTATION®2 CONSOLE, SKIP THIS SECTION AND REVIEW THE REMAINING SECTIONS.

BEFORE YOU CAN PLAY *RATCHET: DEADLOCKED*™ ONLINE, YOU MUST HAVE A VALID NETWORK CONFIGURATION SAVED TO A MEMORY CARD (8MB) (PLAYSTATION®2). IF YOU HAVE ALREADY CREATED AND SAVED A NETWORK CONFIGURATION USING THE PLAYSTATION®2 NETWORK ADAPTOR START-UP DISK, YOU'RE GOOD TO GO. IF NOT, YOU CAN USE THE NETWORK CONFIGURATION APPLICATION ON YOUR *RATCHET: DEADLOCKED*™ DISC.

NOTE: FOR MORE DETAILED INFORMATION ON CREATING A NETWORK CONFIGURATION, SEE THE PLAYSTATION®2 NETWORK ADAPTOR START-UP DISC INSTRUCTION MANUAL.

TO CREATE A NETWORK CONFIGURATION USING THE APPLICATION ON *RATCHET: DEADLOCKED*™, HAVE YOUR INTERNET SETTINGS READY FOR REFERENCE AND FOLLOW THE STEPS BELOW:

1. MAKE SURE A MEMORY CARD (8MB) (PLAYSTATION®2) IS INSERTED INTO A MEMORY CARD SLOT ON YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

2. ON THE TITLE SCREEN MENU, SELECT MULTIPLAYER. IF NO SUITABLE NETWORK CONFIGURATION IS SAVED TO YOUR MEMORY CARD (8MB) (FOR PLAYSTATION®2), YOU WILL BE ASKED IF YOU WOULD LIKE TO RUN THE NETWORK CONFIGURATION UTILITY. PRESS [SQUARE] TO LAUNCH THE NETWORK CONFIGURATION UTILITY AND CONTINUE.

3. SELECT ADD SETTING AND SELECT MEMORY CARD SLOT 1 OR 2.
- PRESS THE DIRECTIONAL BUTTON 1 / 2 TO HIGHLIGHT A MENU OPTION AND 3 TO ACCEPT SETTINGS AND ADVANCE TO THE NEXT SCREEN.
- IF YOU CHANGE YOUR MIND ABOUT A SETTING, PRESS THE DIRECTIONAL BUTTON 4 TO RETURN TO THE PREVIOUS SCREEN OR C TO RETURN TO THE NETWORK CONFIGURATION MAIN MENU.

4. Select Hardware. Select SCE/ETHERNET (NETWORK ADAPTOR). If you are using a different type of network adaptor, please consult its manual.

• Press t to open the Advanced Settings Menu if necessary. It is highly recommended you leave this setting to AUTO DETECT unless you are sure of a different setting.

5. Select OK at the Prompt and proceed with entering settings. Are a User ID and password required to connect to the internet through your ISP (Internet Service Provider)? Select REQUIRED or NOT REQUIRED. If required, enter the User ID and password.

Note: Some ISPs require a username and password for email, but allow you to connect to the internet without them.

6. Set the IP Address if needed.

• The usual setting is AUTO and you are not required to enter the IP Address, which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press the [triangle] button to open the advanced setting and enter the host name. If your ISP requires a static IP address, select MANUAL and enter the address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.

7. Set the DNS Address if needed. The usual setting is AUTO and you are not required to enter the IP Address of the Domain Name Server. If required, select MANUAL and enter primary and secondary addresses.

8. You are almost finished. On the Name Your Setting screen, press x to display the Virtual Keyboard if you want to give your network configuration a specific name. Press the directional button [Right] and press [X] to save your new setting with the default name. You will be prompted to "Test the Connection" prior to exiting the Setting Guide Mode. This is optional, but recommended.

GET CONNECTED TO RATCHET:DEADLOCKED™

USE OF THE ONLINE PORTION OF THIS GAME IS SUBJECT TO THE TERMS AND CONDITIONS UNDER THE USER AGREEMENT LOCATED WITHIN THE GAME. A FULL COPY OF THE USER AGREEMENT IS AVAILABLE AT:

HTTP://WWW.US.PLAYSTATION.COM/USERAGREEMENT.ASPX?ID=1

1. ON THE TITLE SCREEN MENU SELECT MULTIPLAYER. CHOOSING YOUR SAVED NETWORK CONFIGURATION WILL TAKE YOU TO THE CREATE NEW PROFILE SCREEN. PRESS ⊗ TO CONTINUE.

2. HIGHLIGHT USER NAME AND PRESS ⊗. ENTER A SCREEN NAME USING THE VIRTUAL KEYBOARD. WHEN FINISHED, PRESS ⊗ TO SELECT THE NEXT OPTION.

3. CONTINUE TO SELECT AND CONFIGURE THE REMAINING GAME OPTIONS TO YOUR PERSONAL PLAY STYLE. FOR MORE INFORMATION, SEE OPTIONS.

4. BEFORE EXITING THE CREATE NEW PROFILE SCREEN, HIGHLIGHT SAVE PASSWORD AND CHOOSE YES OR NO WITH THE DIRECTIONAL BUTTONS ← AND →. SELECTING YES WILL SAVE YOUR PASSWORD TO THE MEMORY CARD (8MB)(FOR PLAYSTATION®2). THIS IS HIGHLY RECOMMENDED. SELECT PASSWORD, ENTER A PASSWORD, THEN PRESS ◎ TO SAVE AND EXIT. THEN PRESS THE □ BUTTON TO CONFIRM YOUR SELECTION, AND THE [CIRCLE] BUTTON AGAIN TO SAVE YOUR PROFILE AND OPTIONS.

NOTE: BE SURE TO WRITE DOWN OR REMEMBER YOUR PASSWORD. LOST PASSWORDS CANNOT BE RETRIEVED BY SCEA CONSUMER SERVICES. IF YOU LOSE YOUR PASSWORD, CREATE A NEW PLAYER NAME AND PASSWORD FOR ONLINE PLAY.

5. IF THE PLAYER NAME YOU HAVE SELECTED IS AVAILABLE, YOU WILL BE PROMPTED TO CREATE THE ACCOUNT. SELECT YES, THEN PRESS □ TO CONFIRM THE CREATION OF YOUR NEW ACCOUNT, AND ⊗ TO REGISTER THAT PLAYER NAME. IF YOU RECEIVE AN INCORRECT PASSWORD ERROR, SOMEONE HAS ALREADY REGISTERED THAT PLAYER NAME AND YOU MUST SELECT A NEW ONE.

6. HIGHLIGHT AND SELECT THE PROFILE YOU JUST CREATED AT THE SELECT PROFILE MENU.

NOTE: WHEN ON THE SELECT PROFILE MENU, YOU CAN EDIT A CREATED ACCOUNT BY HIGHLIGHTING IT AND PRESSING ◎.

7. PLEASE READ THE USER AGREEMENT THEN HIGHLIGHT ACCEPT AND PRESS □ IF YOU AGREE TO THE TERMS.

NOTE: YOU MUST AGREE TO THE TERMS OF THE USER AGREEMENT TO CONNECT TO RATCHET: DEADLOCKED™.

8. AFTER AGREEING TO THE TERMS OF THE USER AGREEMENT, YOU WILL ARRIVE AT THE ONLINE PLAY LOBBY. TO LEARN HOW TO PLAY AN ONLINE GAME, TURN TO PG. 41.

OPTIONS

When you create your new profile, you can configure the game options to your personal play style. At the Edit Profile screen, use the left analog stick or directional buttons ↑ and ↓ to highlight an option and press ← and → on the left analog stick or directional buttons to cycle through and select your choices. When you're finished, press ○ to save and exit.

Perspective: Toggle between First, Lock-Strafe and Third-Person perspectives.

Note: Ratchet: Deadlocked™ will default to the Lock-Strafe control setup. You can also switch to traditional Ratchet & Clank third-person controls by pressing START during a match, choosing CAMERA and selecting THIRD PERSON. For the Third Person control list, see pg. 9

Y-Axis: Choose between Normal and Inverted Up/Down control.

X-Axis: Choose between Normal and Inverted Left/Down control.

Cam. Speed: Use the left analog stick or directional buttons ← and → to increase or decrease how fast the camera rotates.

Vibration: Turn vibration function on / off.

Save Password: Choose YES to save your password and NO to continue without saving the password.

Password: Create a password. You must enter a password to get online and into the Online Play Lobby.

Map Access: Assign the ability to access the Map to SELECT, R3, or both.

Help Messages: Turn help messages on / off.

Skin: Select your character's skin.

Music Volume: Use the left analog stick or directional buttons ← and → to increase or decrease the music volume.

Note: Pressing START to pull up the Pause Menu during an online match will not pause the game.

Announcements

After you connect online to Ratchet: Deadlocked™, you will be presented with an Announcements screen, which lists any current information about the status of the Ratchet: Deadlocked™ server. You can exit this screen and continue by pressing ✕ at any time.

Online Game Types

Ratchet: Deadlocked offers a variety of game types, from straight-up kinetic Deathmatch to strategic Conquest. There are five different game types in total:

Deathmatch: It's everyone for themselves or team against team in this all out frag-fest to see who can rack up the most kills.

King of the Hill: Struggle to keep yourself inside the randomly appearing glowing area while keeping everyone else out. Points accumulate for the amount of time you can remain in control of the highlighted area.

Juggernaut: One player is the powerful and shielded Juggernaut while everybody else must attempt to take him down while racking up kills. Eliminate the Juggernaut and you then become him. In addition to stronger weapons, the Juggernaut will regain hit points for each kill. The person who reaches the set number of kills first, wins.

Capture the Flag: Capture the enemy flag and return it to your base in this team-based battle. Points are earned for the highest number of flags captured in a given round.

Conquest: Capture and defend nodes in this team-based battle. The more nodes you take and keep from enemy occupation, the more points you receive. After each node is captured by pressing ○ to equip the Hacker Ray and then pressing and holding R1, a team vote option will appear after a few seconds. Every member of the team gets to vote, and the upgrade will instantly appear at every node that team controls.

Power-Ups

In multiplayer mode, you can find various power-ups scattered throughout each map. Grab them when you see them, because they're often the key to victory.

Quad-Damage: For a short period of time, your attacks will do four times the usual amount of damage. You'll be cloaked in fire while the Quad-Damage power-up is active, which makes it easy to see you coming.

Mod: This applies a mod directly to the weapon that you currently have equipped.

Shield: Pick up this power-up to obtain a short-lived personal force field.

Ammo: Grab this power-up to instantly max out your ammo supply.

Health: This refills your health, the same way breaking open a health crate does.

Charge Boots: Grab these and you can use them to zoom across the map.

Locations

There are a total of 11 locations in Ratchet: Deadlocked™, each with its own unique environment and landscape.

Getting into a game

There are multiple ways to find a game from the Online Play Lobby, ranging from jumping into a Quick Play game that's already set up, to searching for a game that's tailored to your liking by choosing the Find Game option.

Quick Play

1. Select Quick Play.
2. Highlight your username and press ◎ to switch to ready status.

Note: The game will start once everyone in the Staging Room has switched to READY status and the player who has created the game launches it.

Find Game

1. Select FIND GAME.

2. On the Find Game Menu, select and change each game parameter using the left analog stick or directional buttons ← and →. Once you've set the parameters to the game description you want, highlight SEARCH and press ⊗.

3. Use the left analog stick or directional buttons ↑ and ↓ Scroll through the games under the Results list based on your preferences and select the one you want to join.

4. Highlight your username and press ◎ to switch to READY status.

CONNECTING TO AN ONLINE GAME

Online Play Lobby

After you establish an online connection, you will be taken to the Online Play Lobby. The Online Play Lobby is broken down into sections: Quick Play, Create Game, Find Game, Form Party, Buddies, Clan and Stats.

Quick Play: Jump straight into a Staging Room for a game! The fastest way to get online and into a match.

Create Game: Create a custom game. You choose the settings!

Find Game: Join a specific game from a list. Choose your parameters and then execute a search. Available games will appear under Results on the right hand side of the screen.

Number of Local Players: You and a friend can play online on the same PlayStation®2, using split-screen mode.

Stats: This tracks each player's statistics for online play. Here, you can find out how much health a character's picked up, their favorite weapons, the number of kills they've racked up, their taste in vehicles, and more.

Form Party: You can gather other players who are currently online on the Form Party Screen to chat or enter games with each other.

Select INVITE to invite players from your Buddy List, other Clan Member, or players you have recently played a game with. You can also enter a players name by selecting PLAYERS TO INVITE.

Once the other players have responded and entered the Form Party Screen, you can chat with other players, select FIND GAME to enter all players into an existing created game, or select CREATE GAME to have them enter a game of your own.

Clan: Create or join with a group of players and compete against other teams from the Clan Screen.

Select CLAN to either see invitations to join an existing clan or press ○ to create a clan.

On the Clan screen, select INVITES to invite a player from your current Buddies list. Once they have accepted your invitation and enter the Clan screen, you can chat with them by selecting CLAN ROOM or post a message for them by selecting CLAN MESSAGE.

To challenge another Clan, select CHALLENGE CLAN to send a message to the Clan Leader. Your stats against other clans will be displayed on the Clan Screen.

Creating a Game

Creating a custom game will allow you to tailor the game type and settings to your liking. Highlight each selection and press the left analog stick or directional buttons ← and → to set the parameters. When you've set up your game, press ○ or highlight CREATE GAME and press ✕. Below is the list of parameters:

Game Type: Choose from one of five game types: Deathmatch, Conquest, King of the Hill, Juggernaut and Capture the Flag.

Map: Choose from a variety of different locations.

Vehicles: Turn vehicles on / off.

Weapon Options: Use this option to select which weapons appear on the map, as well as ammo parameters.

Game Type Specific Parameters:

Each game type has specific parameters that can be adjusted.

Deathmatch:

- Kills to Win: Select the number of kills needed to win the round.
- Special Pickups: Set Special Pickups, such as 4x Damage Upgrade and Armor Upgrade on / off.
- Team Play: Turn team play on / off.
- Autospawn Boots: All players begin and respawn with a set of Charge Boots.
- Autospawn Weapons: All players begin and respawn with certain weapons.
- Unlimited Ammo: All players begin and respawn with unlimited ammunition.

Survival: All you get is one life in the this mode; after that, you are done. Last man standing is the winner.

Conquest:

•Home Node: This sets one of both teams' nodes to full power. Capturing this node is worth 100 points, which is enough to almost guarantee victory.

•Lockdown: Set to On to play in Lockdown mode. In Lockdown, all nodes have to be captured in order to win a map, and nodes become available one at a time.

•Points to Win: The amount of points needed to win the match. Ticket points are the points you receive for capturing and successfully defending a node. Tickets are also awarded for all types of kills.

•Special Pickups: Set Special Pickups, such as 4x Damage Upgrade and Armor Upgrade on / off.

•Upgrade Timer: Every time a node is captured, your team will receive an upgrade. Select the amount of time it takes to appear.

•Respawn Timer: Vary the amount of time it takes to respawn after being killed.

•Vote Time: Varies the length of time that players have to vote.

•Node Type: Determines whether the Nodes are Hacker Orbs or Bolt Cranks.

•Autospawn Boots: All players begin and respawn with a set of Charge Boots.

•Autospawn Weapons: All players begin and respawn with certain weapons.

•Unlimited Ammo: All players begin and respawn with unlimited ammunition.

King of the Hill:

•Time in Hill: The amount of time you need to stay inside the glowing area.

•Special Pickups: Set Special Pickups, such as 4x Damage pgrade and Armor Upgrade on / off.

•Moving Hill Time: The amount of time the spots will randomly move around the map.

•Team Play: Turn team play on / off.

•Autospawn Boots: All players begin and respawn with a set of Charge Boots.
•Autospawn Weapons: All players begin and respawn with certain weapons.

•Unlimited Ammo: All players begin and respawn with unlimited ammunition.

•Hill Sharing: All players in the hill get points.

Juggernaut:

•Kills to Win: Select the number of kills needed to win the round.

•Special Pickups: Set Special Pickups, such as 4x Damage Upgrade and Armor Upgrade on / off.

•Juggernaut Visibility: Set to "always" to make the juggernaut visibile at all times. Set to "hit" to make him invisible except when he is hit, and "more" to make him invisible when standing still.

•Autospawn Boots: All players begin and respawn with a set of Charge Boots.

•Autospawn Weapons: All players begin and respawn with certain weapons.

•Unlimited Ammo: All players begin and respawn with unlimited ammunition.

Capture the Flag:

•Special Pickups: Set Special Pickups, such as 4x Damage Upgrade and Armor Upgrade on / off.

•Caps to Win: Number of flag captures in order to win the game.

• Crazy Mode: Allows teams to capture opponents' flag while their own flag has been taken.

• Flag Return: Turn on / off the ability for teams to return their stolen flag to its base.

•Vehicle Flag Transport: Determines whether the flag carrier can enter a vehicle or not.

•Autospawn Boots: All players begin and respawn with a set of Charge Boots.

•Autospawn Weapons: All players begin and respawn with certain weapons.

•Unlimited Ammo: All players begin and respawn with unlimited ammunition.

Finding a Game

Search for a game based on a set of chosen parameters. Once you've set your configurable parameters, highlight SEARCH and press ⊗. The list of available games will appear in the window to the right. Highlight your selection and press ⊗ to join the game. The list of configurable options is below:

Game Type: Select one of the five game types: Deathmatch, King of the Hill, Juggernaut, Capture the Flag, Conquest or ANY.

Map: Select one of the four maps on which to play: Alien Landscape, Dark City, Meteor Temple, Return to Blaarg or ANY.

Vehicles: Select vehicles ON, OFF or ANY.

Skill Level: Search for players with similar skill levels or challenge yourself by going against the toughest competition around. The Skill Level parameters can be set from 1 to 4 (one being novice players and four being the toughest) or ANY.

Staging Room

Need a screen of staging room
Once you've selected a game, you'll be taken to the Staging Room. Highlight your username and press ○ to switch to READY status. When all players are ready, the host must launch the game to begin.

Note: You can press L1 or L2 to cycle through and swap out your player skin with another, and R1 or R2 to switch your team affiliation, up until you ready up by pressing ○.

Gameplay

THE QUICK SELECT SYSTEM

BEING ABLE TO QUICKLY SELECT YOUR WEAPONS ON THE FLY DURING AN INTENSE BATTLE CAN MEAN THE DIFFERENCE BETWEEN VICTORY AND DEFEAT. RATCHET: DEADLOCKED™ FEATURES A UNIQUE QUICK SELECT SYSTEM THAT LETS YOU PULL UP YOUR CURRENT WEAPON INVENTORY BY HOLDING R2 AND THEN USING THE RIGHT ANALOG STICK TO HIGHLIGHT AND CHOOSE YOUR WEAPON. YOU CAN HOLD UP TO EIGHT WEAPONS IN YOUR INVENTORY AT A TIME. THE LAST THREE WEAPONS YOU'VE USED WILL APPEAR IN THE WEAPON SLOTS IN THE TOP LEFT OF THE SCREEN. TAPPING R2 OR △ WILL ALLOW YOU TO QUICKLY CYCLE THROUGH THEM.

NOTE: ACTIVATING THE QUICK SELECT MENU WILL NOT PAUSE GAMEPLAY.

The Pause Menu:

PRESSING START DURING A MATCH WILL PULL UP THE PAUSE MENU. FROM THIS MENU, YOU CAN ACCESS THE IN-GAME OPTIONS BY SELECTING CONTROL CONFIG, OR QUIT THE MATCH.

NOTE: ACTIVATING THE PAUSE MENU WILL NOT PAUSE GAMEPLAY.

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